

as The player may also bet more than one credit per bucket in which case the prizes will be multiplied by the number of credits bet per bucket. For example if the player bets 3 credits on 2 buckets (ie a total of 6 credits) then all prizes will be tripled and only the features from buckets 1 and 2 will be available to be won in the game. In practice this bet is achieved by selecting the number of buckets and the amount to be bet per bucket. The reel strips on the rotatable reels 102a, 102b, 102c, (ie the sets of symbols 103 on the reels) may also differ from game to game depending upon the number of buckets bought.

IN THE CLAIMS:

Please amend claims 1, 5, 15 and 30-61 as shown in the Appendix in "marked-up" form and in "clean" form below:

ab 1. (amended) An electronic gaming console having credit means, reward means, game control means, display means, and player input controls, the control means being responsive to the credit means and the player input controls to play a game which is displayed on the display means and if a winning event occurs, a player reward is awarded by the reward means, the gaming console being characterised in that, the game provides a video display, for displaying a game image of a hybrid game comprising two different sub-games played simultaneously wherein;

a first of the sub-games provides a game image displayed on the video display, the game image comprising images of one or more rotatable reels of a spinning reel game; and

the second of the sub-games provides a game image displayed on the video display, the game image comprising a labyrinth of pins or pins and holes of a pin and ball game,

de wherein, the player input controls allow the player to initiate the motion of the one or more rotatable reels of the first sub-game and one or more ball images of the second sub-game on the display, player rewards being awarded on the occurrence of an event where one or more the reel and one or more ball images come to rest in predetermined prize winning locations, the spinning reel and pin and ball sub-games each potentially contributing to a single game outcome which depends on outcomes of each of the sub-games and player rewards awarded to the player as a result of the combined game outcome are awarded as a result of events of the first and second sub-games and/or combinations of these events, and at least one of the game outcomes that results in a player award comprises a combination of a first event in the first sub-game and a second event in the second sub-game.

a7 5. (amended) The gaming console as claimed in claim 2, wherein the spinning reel game comprises a plurality of reels each carrying a plurality of symbols located sequentially around its circumference, such that when the reels spin and stops a result is defined by a outcome line of symbols formed by one symbol from each reel which is in a predetermined stopping position of the respective reel, prize winning combinations of symbols being predefined and a prize being awarded if one of the prize winning combinations occurs on the outcome line.

15. (amended) The gaming console as claimed in claim 1, wherein an outcome of a main game awards the player with a bonus game characterised in that the bonus game displays a game image of the bonus game on the video display, the game image comprising, one or more targets in a game field and the player input controls allow the player to initiate the motion of one or more ball images on the display, player rewards being awarded when the ball images come to rest in or pass through predetermined prize winning target positions.

30. (amended) The gaming console as claimed in claim 24, wherein, the number of containers provided is related to the number of credits bet.

31. (amended) The gaming console as claimed in claim 30, wherein the prize winning locations comprise containers and one or more container are associated with a bonus feature whereby the feature is awarded if a ball lands in a container.

32. (amended) The gaming console as claimed in any one of claims 30, wherein the feature is awarded if container or containers are filled in a pre-determined way.

33. (amended) The gaming console as claimed in claim 32, wherein the bonus feature is awarded if a predetermined number of balls are caught in a predetermined set of one or more containers.

34. (amended) The gaming console as claimed in claim 5, wherein if the ball arrives in a predetermined position the outcome of the spinning reel game is modified by awarding a further prize in addition to the prize associated with the outcome combination.

35. (amended) The gaming console as claimed in claim 5, wherein if the ball arrives in a predetermined position, the outcome of the spinning reel game is modified by awarding a bonus game, and if the bonus game achieves a prize winning result, a bonus prize is awarded which is determined by the result of the bonus game in addition to the prize associated with the outcome combination.

36. (amended) The gaming console as claimed in claim 1, wherein a further type of game is incorporated into the base game.

37. (amended) The gaming console as claimed in claim 36, wherein the further game is provided as a feature game associated with the base game.

38. (amended) The gaming console as claimed in claim 37, wherein the feature game is a second screen animation.

39. (amended) The gaming console as claimed in claim 37, wherein the feature game is a chocolate wheel game.

40. (amended) The gaming console as claimed in claim 37, wherein the feature game is awarded from the base game in response to a predetermined trigger.

41. (amended) The gaming console as claimed in claim 37, wherein the feature game is a chocolate wheel which replaces a prize container such that where as a ball drops through the chocolate wheel, it will spin and pay the prize that is spun up.

42. (amended) The gaming console as claimed in claim 37, wherein the feature game is a spinning reel game.

43. (amended) The gaming console as claimed in claim 37, wherein the feature game is a keno game.

44. (amended) The gaming console as claimed in claim 37, wherein the feature game is a bingo game.

45. (amended) The gaming console as claimed in claim 37, wherein the feature game is a card game.

46. (amended) The gaming console as claimed in claim 37, wherein the feature game triggers another base game feature.

47. (amended) The gaming console as claimed in claim 37, wherein the feature game is played in conjunction with the base game.

48. (amended) The gaming console as claimed in claim 37, wherein the feature game is a spinning reel game and is played in conjunction with the base game such that reels spin and then balls drop in accordance with the outcome of the spinning reels, for every game played.

49. (amended) The gaming console as claimed in claim 37, wherein the feature game is an independent game and where a predetermined trigger condition or award causes the feature game to run, and if a winning condition is achieved in the feature game, the feature game reveals a bonus condition.

50. (amended) The gaming console as claimed in claim 49, wherein the bonus condition is an award of a prize.

51. (amended) The gaming console as claimed in claim 49, wherein the bonus condition is a win multiplier which multiplies a prize already won.

52. (amended) The gaming console as claimed in claim 49, wherein the bonus condition is a number of free games.

53. (amended) The gaming console as claimed in claim 49, wherein the bonus condition is the awarding of one or more extra balls to drop in the base game.

54. (amended) The gaming console as claimed in claim 49, wherein the bonus condition causes a change in the game structure for future games.

99 55. (amended) The gaming console as claimed in claim 49, wherein the trigger condition to run the feature game is achieved by the collection of one or more balls in a predetermined container.

56. (amended) The gaming console as claimed in claim 1, wherein a chocolate wheel is activated by a ball or other means to provide a multiplier, bonus or trigger determined by the stopping position of the wheel.

57. (amended) The gaming console as claimed in claim 56, wherein the chocolate wheel is divided into a plurality of wheel segments with one symbol or prize indicia indicated or displayed in each segment.

58. (amended) The gaming console as claimed in claim 57, wherein new prize indicia or symbols are selected and displayed on the respective wheel segments at the commencement of each main game.

59. (amended) The gaming console as claimed in claim 57, wherein a central portion of the chocolate wheel which carries the symbols or prize indicia remains stationary and indicators, around the periphery of the wheel indicate rotation and a final stopping position.

60. (amended) The gaming console as claimed in claim 59, wherein a series of virtual lights are provided around the wheel image such that rotation is indicated by lighting the lights in sequence such that the illuminated lights change in a rotating pattern, and after rotation of the pattern stops, a light is left illuminated adjacent to one wheel segment to indicate the prize indicia or symbol carried on that segment as the selected symbol or prize.

61. (amended) The gaming console as claimed in claim 5, wherein the game is played with a single ball.

IN THE ABSTRACT:

Submitted herewith, on a new page, is the revised Abstract: